

```
1 #include "Player.h"
2 #include <string>
3 #include <vector>
4 using namespace std;
5
6 class PlaceableActor;
7
8 class Level
9 {
10     char* plevel;
11     int height;
12     int width;
13
14     vector<PlaceableActor*> m_pActors;
15
16 public:
17     Level();
18     ~Level();
19
20     bool LoadLevel(string levelName, int* playerX, int* playerY);
21     void Draw();
22     PlaceableActor* UpdateActors(int x, int y);
23
24     bool IsSpace(int x, int y);
25     bool IsWall(int x, int y);
26
27     int GetHeight() { return height; }
28     int GetWidth() { return width; }
29     int GetIndex(int x, int y);
30
31 private:
32     bool Convert(int* playerX, int* playerY);
33
34 };
35
```